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81101

WARNINGS
READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

❑ The Sega compact disc is intended for use exclusively on the Sega Saturn.
❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
❑ Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL 1-415-591-PLAY

For More Information, Visit Sega's Internet Sites at:

web site:	http://www.segaoa.com
ftp site:	ftp.segaoa.com
email:	webmaster@segaoa.com
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For the latest news on SEGA SATURN, please call 1-800-SEE-SATURN.

For French instructions, please call:
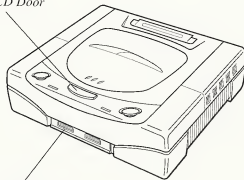Instructions en français, téléphoner au:
1-800-872-7342

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.
2. Place the *Pebble Beach Golf Links* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Saturn. The Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)

4. The on–screen Control Panel appears next. Use the D-Button to select * and press Button C to start the game. The opening screens of the game appear.

5. If you wish to stop a game in progress or the game ends, press the Reset Button on the Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD disk contains a security code that allows the disk to be read. Be sure to keep the disk clean and handle it carefully. If your Sega Saturn system has trouble reading the disk, remove the disk wipe it carefully, starting from the center of the disk and wiping straight out toward the edge.
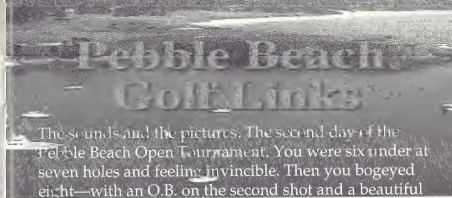

Open CD Door

Control Pad 1
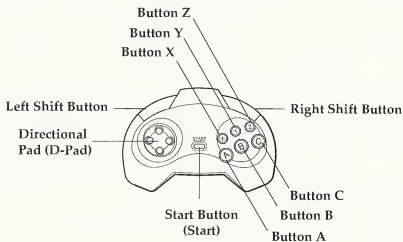
TABLE OF CONTENTS

Pebble Beach Golf Links

The sounds and the pictures. The second day of the Pebble Beach Open Tournament. You were six under at seven holes and feeling invincible. Then you bogeyed eight—with an O.B. on the second shot and a beautiful placement on the third... straight into the bunker on the right side. A good placement on the green was a less than perfect substitute for a chip in, but beggars can't be choosers, right?

It could go either way. You can feel the pressure in the airas you head onto the ninth. The stiff breeze off the ocean isn't going to help you any, nor is the rain that's just starting. Still, you're near the top of the competition, and you're confident you can make the cut. Nothing's a sure thing, but with concentration, confidence and a little luck thrown in, you plan to bring home that tournament cup!

Craig Stadler is inviting you personally to join him for the most exciting and challenging golf action you've ever seen—on the *Pebble Beach Golf Links*!

TAKE CONTROL!

Button Z
Button Y
Button X

Left Shift Button
Directional
Pad (D-Pad)

Right Shift Button

Button C
Button B
Button A

Start Button
(Start)

The following describes the default settings for the game. You can change button configurations in the Options menus, either pre-game or during play. Note: For swing instruction please see "help" on menu screen.

Directional Pad (D-Pad)

Pre-game...
- Moves cursors and frames
- Changes various number settings

During Play...
- Sets position of ball on tee ground (press left or right)
- Scans hole in play (press up or down)
- Sets directional line
- Adjusts stance before hitting the ball
- Selects the slice or hook on the shot
- Moves the Cart Cam to view surroundings (press and hold to speed up the camera's movement)
- Scrolls through clubs
- Selects back/topspin during the shot

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Button A
- Opens gameplay menus
- Pauses game/resumes gameplay when paused
- Makes various pre-game selections

Button B
- Cancels selections
- Returns to previous screen/menu

Button C
- Makes various pre-game selections
- Advances to next screen/menu

Button X
- Displays your score during play

Button Y
- Brings up a view of the green

Button Z
- Brings up the green grid

Start Button (Start)
- Opens the Main Menu
- Opens game end options

Left and Right Shift Buttons
- Speed the movement of the directional line
- Move the Cart Cam to the left or right

Special Views During Play

- To use the Cart Cam, select the Cart Cam option from the Game Play Menu (see page 21). To move forward, press the D-Pad up. Press and hold to speed up the camera movement. Press the Left and Right Shift Buttons to move in those directions. To rotate the camera left or right, press the D-Pad left or right. Button B brings you back to the ball.

- To view the green from any angle, press Button Y to open the green view, then press the D-Pad left or right to circle the green, and press up or down to zoom in or out. Button B brings you back to the ball.

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GETTING STARTED/GAME DATA

Once you turn on your Sega Saturn, the Sega logos appear. If you have a Sega Saturn Backup cartridge inserted, and data has been saved on both the internal memory and Cartridge memory, you must select which RAM memory the game will read from. Move the D-Pad to one RAM memory slot and press Button A or C to load the data. The T&E Soft logo appears next.

If you don't have a backup RAM inserted, the T&E Soft logos appear after the Sega logo, followed by the Pebble Beach Golf Links introduction and Title screen. After a few moments a game demonstration begins. Press any button to return to the Title screen. Press Start to see the Main Menu.

MAIN MENU

This is where it all starts. Highlight your choice using the D-Pad, and press Button A or C to select. Button B is used to return to the previous menu or screen.
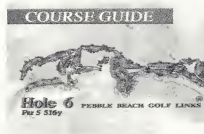
QUICKSTART

The best way to get used to the button functions and gameplay when you're just beginning is to jump right in and play a round. This is a fast way to skip all the niceties and head right out to the first tee. Select this mode from the Main Menu and the default game (*Stroke Play*) appears.

CONTINUE GAME

You can pick up an earlier game right where you stopped playing. If there is no data saved, this function cannot be selected. When you want to save a game in progress, press Start to pause the game and open the Quit window. Use the D-Pad to highlight YES (you want to end gameplay) and press Button C. Next you have the option to save the game or not. Highlight YES to save the game as it stands, or **NO** to exit to the Main Menu without saving the game data. Important: The Continue Game function records a game as it is played. (Even if you don't choose to save the most recent game you've played, you'll lose any data from previously saved games, so be careful.)

COURSE GUIDE

Before getting out on the links, you might want to see the lay of the land. The Course Guide displays the *Pebble Beach Golf Links* map. Information on the current hole (outlined in pink) is displayed at the bottom of the screen. Move the outliner anywhere on the links map with the D-Pad and press Button C to hear the "hole" story as described by Craig Stadler. To return to the map at any time during the explanation, press Button B. To return to the Main Menu, press Button B again.

Change various game options here. Highlight an option by pressing the D-Pad up or down, and turn the option on or off by pressing the D-Pad left or right. Pressing Button B returns you to the Main Menu.

Shot Path: Gives you a visual representation of the ball from takeoff to landing. (However, if the Ball Point View option is turned on, the Shot Path option is bypassed.)

Course Guide: Craig Stadler talks you through each hole before you tee off.

Ball Point View: Follows directly behind the ball from start to finish.

Reverse View: After the ball lands, the view changes to a reverse angle.

Caddie: Select **ON** to bring a caddie with you on the links, or **OFF** to display a map of the hole you're currently playing. (If the Caddie option isn't selected, the caddie will not appear on screen, even if you've selected a caddie photo.)

Easy Shot: This eliminates the second half of the swing, thus avoiding hooks or slices.

Stereo: Set the music and sounds of the game to play in mono or stereo sound.

Execute Button: Change the button used to make selections (the default button is Button C).

Cancel Button: Change the button used to cancel selections (the default button is Button B).

Pebble Beach Open

Game Outline: you participate in the Pebble Beach Open, a four day tournament.

Note: Have you created players yet? If you haven't, and want to, see page 17.

Number of Players: Three players.

Rules: The first two days consist of qualifying rounds, with only the top half of the field making it to the final two days. The starting order on the first day of play is determined by lottery, and in order of overall standing on the final three days of play. You'll be the last player to tee off on Day One.
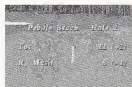

Tournament

Game Outline: Skip the qualifying rounds and join the field for the last day of the Pebble Beach Open.

Number of Players: Three players.

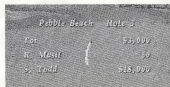**Rules:** The rules are as in the Pebble Beach Open mode.

Stroke Play

Game Outline: This is a friendly (or perhaps not so friendly) competition between you and a friend or three. Or try beating the course average in a one-player game.

Number of Players: From one to four players.

Rules: The players play one round on the Pebble Beach Golf Links, the winner being the player who comes in with the lowest point score (after figuring in the handicaps—calculated by the computer).

Skins Play

Game Outline: In this mode, you play in a contest where each hole is worth a certain amount of money.

Number of Players: From one to four players.

Rules: The player who makes the hole in the least number of shots wins the cash prize for that hole. If there is a tie for the lowest score the money for that hole is carried over to the next hole. In the event that money remains even after the entire 18 holes have been played, no one receives the money.

Note: The default dollar amount is $2,000.

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Match Play

Game Outline: The object is to finish each hole in fewer strokes than your opponent.

Number of Players: Two players.

Rules: The player with the lowest score on a given hole wins the hole. The player who has won the most holes after the round is completed is the winner. However, the person who wins more holes than there are remaining in the round wins the game.

Practice Play

Game Outline: Choose one hole and practice your technique. Place the cursor next to the hole you want to play, and enter your choice by pressing Button C. Play the hole as many times as you want, and when you're ready to return to the Main Menu, select **NO** when the Continue window appears and press Button C.

Number of Players: One player.

Rules: None. Select the tee, select the hole, and start swinging!

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Watch A Game

Become a spectator in the Pebble Beach Open. Watch Craig Stadler take on the competition in the Pebble Beach Open tournament.

Note: To exit the tournament, press Start and select **NO** when the Quit window appears.

SETTING GAME OPTIONS

Set The Number Of Players—Each player can be set for Player or computer control, but there must be at least one Human controlled golfer. Press the D-Pad up or down to toggle between the two, and press left or right to change the number of players.

Note: If you set one of the players for CPU Controled in the *Pebble Beach Open* or *Tournament* modes, you can compete with Craig Stadler himself! Are you up to the challenge?

Select Players—Place the cursor next to a player you want to enter the competition and press Button C (see member data page 17 for details on how to set up a new player).

Choose Character—Highlight one of the players' photos and press Button C.

Select a Caddie—Highlight one of the caddies' photos and press Button C.

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Set your Handicap—Once you've selected the *Stroke Play* mode, the Handicap menu appears. For first-time players, the handicap is set at 36. To change the handicap, place the cursor next to the appropriate player's name using the D-Pad, then press up or down to set the handicap. If you don't want to change the handicap, simply press Button C and advance to the next screen.

If you're not sure what your handicap should be, set the handicap to DP and the computer will determine your handicap at the end of the 18 holes.

Pinch Hitter—If you select the *Skins Play* or *Match* mode, you can ask Craig Stadler to stand in and make the shot for you. To set the number of Pinch Hits, place the cursor next to the appropriate player's name using the D-Pad, then press up or down to set the number. If you don't want to change the number, simply press Button C and advance to the next screen.

Selecting Tees—In the *Skins Play, Stroke Play, Match Play* or *Practice* modes, you can choose to play from either the Regular or Back tees (the difference being the distance to the hole). Powerful drivers will have a leg up on the competition when swinging from the back tee.

Note: If you're planning to enter the Pebble Beach Open, keep in mind that only the back tee is used in that competition.

Setting Prize Money—This is where you set the value of each hole in the *Skins* mode. The value range depends on the number of players you've entered in the game. Press the D-Pad up or down to select a hole, and press left or right to change the prize money for that hole. Press Button C to continue.

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READING THE SCORECARD

The scorecard displays various game data. Each game mode has a scorecard, although some of the data displayed changes according to the mode.

Pebble Beach Open

On the left of the scorecard is the list of player's names and the number of strokes taken per hole, and on the right are the number of putts taken per hole. Your position in the field (**RANK**) is also displayed. At the bottom right corner of the scorecard, your score versus par is displayed. A green number means you've scored over par, and a red number means you've made par or less. Good work!

Stroke Play

Players names and the number of strokes and putts taken on each hole are displayed as above. **HDCP** indicates the individual player's handicaps. **NET** is the score after figuring in the handicap.

Skins Match

The name of the player who won the hole just completed, and the amount won, are displayed. Next to the names of the other players is a "—". **WAGER** is the amount of money each hole is worth (determined at the start of the competition).

Match Play

The winning player's name will have an "**O**" next to it, while the losing player is saddled with an "**X**". If the hole is tied, both players' names will be followed by "—". **OUT/IN/TOTAL** shows the hole-by-hole results to this point, in terms of wins and losses.

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Leaderboard

In the *Pebble Beach Open* and *Tournament* modes, the leaderboard appears after each hole is completed. It shows the top ten players' names and their current scores. **PRIOR** shows the result of that player's last round. The scores appear in single digits (unless someone really loses control) and the numbers show a running score versus par. The number farthest to the right for each player is his or her current score.

MEMBER DATA

Here's where you register and delete players, select clubs and erase previously recorded data.

Registering a Player—Select the player space and press Button C. Enter a name of up to 10 characters (for up to 10 names). Highlight a character with the D-Pad and select with Button A or C. Delete space by space with Button B. Pressing Start highlights **END**, and Buttons A or C enter the name.

Changing the Player's Name—Change the name following the procedures for entering the name. If you change the name, the original name still appears on data screens (such as course records).

Deleting A Player's Data—Place the cursor next to the name of the player you want to erase, then press Button C. This erases all data pertaining to that player.

Note: If you delete a player with a game saved, the game cannot be continued after that point.

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Selecting Clubs—First, select a player. To add or remove a club (blue indicates the clubs available, red indicates the clubs in your bag), press Button C. Select Default, and that player will use the preset bag of clubs. You can select up to 13 of the 17 clubs (the putter is a must—it's automatically selected).

Note: You may select clubs whether or not you've named your player.

Erase All Data—This returns all accumulated data to the default settings. You are asked to confirm your choice twice. Are you sure?

CHECK RECORDS

Individual Records—Highlight the player whose records you want to see, and press Button C. After that, the Best Scores list is displayed. If the player has been in the top four for any tournament game, the scores will appear, with his or her current ranking. Once you've finished reviewing the stats, press Button C to return to the Player records list.

Course Record—The top 10 scores from the Pebble Beach Open mode appear here.

Hole Average—Use the D-Pad to select a hole and press Button C to see various hole data (hole length, number of pars, etc.).

Miracle Shots—Holes in one and double eagles are recorded here. Up to 10 miracle shots can be stored. To replay the shot, select it using the D-Pad and press Button C to relive the glory!

Replay—Any kind of shot can be stored here. You can keep as many as 10 different shots. Select and view one as you would a miracle shot.

Note: When you review a shot, all the camera angles are as they were when the shot was made.

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HELP

This mode gives you simple explanations of the screen indicators, shows you the basics of making shots in the games, and gives you a glossary of commonly used golf terms. Refer to this whenever you need a quick brush-up on your technique or use of the buttons. Use the D-Pad to highlight a topic and press Button C during any of the explanations to return to the Help Menu.

Game Screen—Explains the visual indicators used in the game. Use the D-Pad to highlight an area of the Game screen. The explanation appears at the bottom of the screen.

Tee Up: Wondering where to tee up? Find out here!

Direction: Explains the visual indicators used in the game.

Club: Club selection and a list of the clubs with their yardage is displayed.

Stance: Take a look at the fancy footwork.

Shot: Explains the buttons and visual indicators used in making a shot.

Glossary: A list of the golf terms used in the game, with their meanings. Move the D-Pad up or down to highlight a word or phrase. The explanation appears at the bottom of the screen.

Exit: Returns you to the Main Menu.

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THE GAME SCREEN

We understand your desire to dive right in and start making birdies, but you should be familiar with the game screens before you get started. If you don't know what the purpose of each is, you won't play as well as you might have.

Status Menu—Info displayed here is the player's name, the current stroke, wind direction and speed, yards remaining to the pin, and, when you're on the green, the length of your putt.

Direction Indicator—Here you decide the direction of your shot and check the direction of the hole and wind in relation to where you're standing. Press the D-Pad left or right to change your direction (the Left and Right Shift Buttons cause a larger shift in either direction).

Select Indicator—Here you select the club you'll make your shot with. A picture of the currently selected club is displayed. Press the D-Pad or the Left and Right Shift Buttons to select a different club.

Stance/Lie Indicator—Adjust your stance here. Press the D-Pad right or left to give the ball a hook or a slice. Press the Left or Right Shift Button to select the maximum hook or slice available.

Hole Data—The number of the current hole, it's par rating and length in yards are displayed here.

Caddy/Map—Your selected caddy appears. If you set the Caddy option to **OFF** (see page 10), the Hole Map appears (shown). You can also use this to check the current position of your ball and the direction the next shot will go.

GAME PLAY MENU

Any time during play, pressing Button A brings up the Game Play Menu. Select an option using the D-Pad, then enter your selection with Button C. Pressing button B returns you to the game.

Options—See page 10.

Help—See page 19.

Cart View—with the exception of OB, you can scan the entire area of the hole by pressing the D-Pad up, down, left or right, or by pressing the Left or Right Shift Buttons. Pressing and holding the D-Pad accelerates the scan. Button Z takes you to the green for a closer look, Button Y takes you to the tee ground, and Button X returns you to your ball.

Replay—You can have another look at the shot or putt you just hit. After the replay you can decide whether or not to record it for posterity. Once saved, it can be reviewed at any time (see Check Records, page 18).

Use Stadler—in the Skins Play and Match Play modes, you can use this function to ask Craig Stadler to step up and hit the next shot for you. The limit is 18 times per round.

FROM THE CLUBHOUSE

• There are areas around the course that are designated out of bounds (OB). If you hit the ball into one of these areas, you take a one-stroke penalty and rehit from the same spot. Watch your aim.

• The weather may change from sunny to cloudy within one round. If it begins to rain, your shots won't travel as far as they normally would because wet fairways don't allow good bounces and rolls. Also, once you're up on the green, add a little oomph to your putts or you'll come up short.

- After your first shot, you always face the green, so if there's a bunker between you and the green, adjust your direction to avoid it.

- If you're just starting out, there are a few ways to improve your game. The Easy Shot option allows you to get used to the timing of the swing without having to worry about the hook or slice. Use the Shot Path option to check the effects of wind, stance and direction on the ball's path. Later you can switch these off for more challenge.

CREDITS

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